

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. (currently amended) A method for processing a compressed bitstream comprising video data, the method comprising:

parsing a portion of the compressed bitstream before motion compensation on video data included in the portion;

obtaining motion information related to the video data, the motion information comprising a set of motion vectors;

identifying a reference sub-region based on at least the motion information;

storing [[a]] the reference sub-region identified by the motion information in a first memory before performing motion compensation using the set of motion vectors; and

performing motion compensation on the video data using the reference sub-region stored on the first memory.

2. (original) The method of claim 1 wherein the first memory source is an on-chip memory source.

3. (original) The method of claim 1 wherein storing the reference sub-region in the first memory comprises performing a direct memory access based on the motion vector.

4. (original) The method of claim 3 wherein the second memory source is an off-chip memory source and the direct memory access includes accessing the second memory source.

5. (original) The method of claim 1 further comprising storing the motion information in the first memory.

6. (original) The method of claim 1 wherein obtaining motion information comprises extracting and decoding the set of motion vectors from the compressed bitstream.

7. (original) The method of claim 1 wherein the time that the reference sub-region is stored in the first memory before performing motion compensation using the set of motion vectors comprises the time required for to complete a direct memory access to store the reference sub-region in the first memory.

a' 8. (original) The method of claim 1 wherein the time that the reference sub-region is stored in the first memory before performing motion compensation using the set of motion vectors comprises an estimated time for a processor to reconstruct one macroblock.

9. (original) The method of claim 1 wherein storing the reference sub-region further comprises storing multiple reference sub-regions.

10. (original) The method of claim 9 wherein the multiple reference sub-regions are included in a reference window, the reference window comprising a set of reference window sub-regions.

11. (original) The method of claim 10 further comprising:

creating the reference window comprising the set of reference window sub-regions, the set of reference window sub-regions including the reference sub-region identified by the set of motion vectors; and

storing the set of reference window sub-regions in the first memory source.

12. (original) The method of claim 11 wherein the reference window has a trapezoidal array of reference window portions.

13. (original) The method of claim 12 the reference sub-region identified by the motion information is the upper left reference window sub-region in the trapezoidal array.

14. (original) The method of claim 1 wherein the video data comprises a macroblock.

15. (original) The method of claim 1 further comprising converting the motion information to an DMA instruction.

Q' 16. (original) The method of claim 1 further comprising obtaining motion information from a second compressed bitstream and performing motion compensation on video data included in the second compressed bitstream.

17. (currently amended) A method for processing a compressed bitstream comprising video data, the method comprising:

parsing a portion of the compressed bitstream before motion compensation on video data included in the portion;

obtaining motion information related to the video data, the motion information comprising a set of motion vectors;

identifying a set of reference window sub-regions based on at least the motion information;

storing [[a]] the set of reference window sub-regions included in a reference window identified by the motion information in a first memory before motion compensation using the motion information, wherein the set of motion vectors references a reference window sub-region in the set of reference window sub-regions; and

performing motion compensation on the video data using the reference sub-region stored on the first memory.

18. (original) The method of claim 17 further comprising:

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creating the reference window comprising the set of reference window sub-regions, the set of reference window sub-regions including the reference sub-regions identified by the motion information; and

storing the set of reference window sub-regions in the first memory source.

19. (original) The method of claim 17 wherein the reference window has a trapezoidal array of reference window sub-regions.

20. (original) The method of claim 17 the reference sub-region identified by the motion information is the upper left reference window sub-region in the reference window.

21. (currently amended) A system for processing a compressed bitstream comprising video data, the system comprising:

means for parsing a portion of the compressed bitstream before motion compensation on video data included in the portion;

means for obtaining motion information related to the video data, the motion information comprising a set of motion vectors;

means for identifying a reference sub-region based on at least the motion information;

means for storing ~~[[a]]~~ the reference sub-region identified by the motion information in a first memory before performing motion compensation using the set of motion vectors; and

means for performing motion compensation on the video data using the reference sub-region stored on the first memory.

22. (original) The method of claim 21 further comprising means for extracting and decoding the motion information from the compressed bitstream.

23. (original) The method of claim 21 further comprising means for creating a reference window comprising the set of reference window sub-regions, the set of reference window sub-regions including the reference sub-region identified by the motion information.

24. (currently amended) A computer readable medium including instructions for processing a compressed bitstream comprising video data, the instructions comprising:

instructions for parsing a portion of the compressed bitstream before motion compensation on video data included in the portion;

Q' instructions for obtaining motion information related to the video data, the motion information comprising a set of motion vectors;

instructions for identifying a reference sub-region based on at least the motion information;

instructions for storing [[a]] the reference sub-region identified by the motion information in a first memory before performing motion compensation using the set of motion vectors; and

instructions for performing motion compensation on the video data using the reference sub-region stored on the first memory.

25. (new) The method of claim 1, wherein

the first memory is an on-chip memory which forms a part of a processor, and

the processor is configured to perform the motion compensation.

26. (new) The method of claim 25, wherein

the reference sub-region identified by the motion information is retrieved from an off-chip memory.